

HET RAJESH NAGDA

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Education

University of Illinois Chicago

Master of Science in Computer Science

Aug. 2024 – May 2026 (Exp.)

Chicago, IL

University of Mumbai

Bachelor of Engineering in Computer Engineering

July 2018 – May 2022

Mumbai, IN

Experience

Accenture

Nov. 2022 – July 2024

Custom Software Engineer Associate

- Developed and optimized JavaScript automation scripts for Electronic Data Interchange (EDI) workflows, boosting process efficiency by 55% by eliminating manual intervention.
- Engineered improvements to transaction parsing and validation logic, reducing system failures by 30% and improving transaction reliability.
- Diagnosed and resolved network-level and application-level issues impacting EDI data exchange, cutting average incident resolution time by 40%.
- Delivered code enhancements in a 20+ member Agile team, improving system stability and reducing recurring incidents.

Trivia Softwares

Feb. 2021 – Mar. 2021

Python Developer Intern

- Enhanced application UI/UX by incorporating user feedback from focus groups, improving navigation and usability, which drove 300+ daily active users with minimal training required.
- Refactored Python code and database queries to optimize performance, delivering a 25% reduction in load times and improving efficiency in data handling and processing.
- Collaborated with the development team to test, debug, and deploy features, ensuring stable releases and smoother adoption by end users.

Projects

Large Language Model (LLM) Deployment | *Scala, Python, AWS (Bedrock, Lambda, Spark, Docker).*

- Engineered and deployed a cloud-based LLM microservice on AWS using Lambda, EC2 Instance, S3 Bucket, API Gateway, and Docker, enabling real-time client interaction with trained and Bedrock-hosted models.
- Executed encoder-decoder architecture with embeddings and text generation on Apache Spark clusters, optimizing distributed training and inference.
- Improved reliability with logging, config management, and automated testing (ScalaTest) for scalable deployment.

Game Based Learning for Traffic Sign | *Unity, C, C sharp, AniMaker.*

- Created an interactive driving simulation in Unity with physics-based vehicle controls and gamified lessons to teach road safety.
- Implemented C# scripts for scoring, adaptive difficulty, and real-time feedback to enhance user engagement.
- Designed a data-logging system to track user behavior, enabling educators to analyze learning outcomes for 300+ students.

Garment Management System | *Python, Django, JavaScript, NoSQL.*

- Built a full-stack inventory and billing system for manufacturing companies, enabling real-time tracking of raw materials, invoices, and sales.
- Employed reporting features with Django ORM + SQL/NoSQL queries, generating detailed financial and inventory reports for business insights.
- Designed a streamlined UI with Django templates, improving usability for non-technical users.

Technical Skills

Languages: Python, Java, C, C#, C++, JavaScript (ES6+), SQL, Scala, Ruby, PHP, HTML/CSS

Frameworks: Django, Flask, React, TensorFlow, Unity

Cloud & Devops: AWS (Lambda, EC2, S3), Google Cloud Platform, GitHub

Developer Tools: Jupyter, Eclipse, VS Code, Android Studio, Unity Editor

Technologies: Linux, Wireshark, Arduino